CFO SANANTONIO

THE BEST ANIME **NEWSLETTER** IN THE WEST!!!

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C/FO SAN ANTONIO

C/FO-SAN ANTONIO NEWSLETTER

C/FO SAN ANTONIO

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C/FO-SAN ANTONIO OFFICERS

Brian Sutton - President	Ray Elliott - Treasuer
Randall Stukey - Executive	Craig York - Director
Robert Gibson - Secretary/Rep	Ed Sevcik - Director

SISTER ORGANIZATIONS
SDF-Fort Worth
C/FO-Denver

WHAT IS C/FO-SAN ANTONIO

The Cartoon/Fantasy Organization is a world-wide fan group dedicated to the enjoyment of animation and fantasy from all over the world. C/FO-San Antonio is a chapter affiliated with the general C/FO. Membership in C/FO-San Antonio is is to anyone interested in animation, whether or not you are a member of the general C/FO. No chapter dues are required of Associate members. Associate members are listed in the C/FO-SA Membership Directory, receive a bit of priority when it comes to obtaining tape copies from the chapter video library or membership in APA HASHIN, and can form branch organizations in their own area. Sustaining Membership costs $3.00 a year and entitles all of the above benefits plus a copy of the annual Chapter Handbook/Membership Directory published each spring. Subscriptions to the C/FO-San Antonio Newsletter are extra. C/FO-San Antonio is a democratic, not-for-profit, educational organization.

C/FO-SAN ANTONIO MEETINGS
C/FO-San Antonio currently meets on the second Sunday of every month at the meeting room of the Winston Apartments, located on Sir Winston Drive, just off of Blanco Road north of Loop 410 in north central San Antonio. Anyone needing directions should contact either Brian Sutton (512-655-4708), Randall Stukey (512-655-2678), or Robert Gibson (512-657-7296). Donations of $1.00 from General C/FO members and $2.00 from non-general C/FO members are requested from all attending the main meeting. A second meeting is often held late in the month, call Robert Gibson for more information.

JOINING THE GENERAL C/FO
Although membership in the general C/FO is not required for membership in C/FO-San Antonio, we do encourage people to join the general organization. Dues are currently $12.50 a year. Mail your dues along with your name, address, phone number, a list of your six favorite anime series or features, and a list of any C/FO chapters you are offically a member of to:

Cartoon/Fantasy Organization
Attn: New Membership
P.O. Box 18261
San Antonio, TX 78218-0261

PUBLICATION INFORMATION

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SUBSCRIPTIONS/TRADES
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CONTRIBUTIONS
Contributions of art, articles, fiction, news, synopses, etc. are ALWAYS NEEDED. Despite are "fancy" format, this is a FAN publication, we'll print almost anything anime-related that is in good taste (this is a family publication) and that is not too big or too long. All substantial contributors to an issue will get their subscription extended by one issue!

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EDITORIAL MUTTERINGS

Happy Thanksgiving to one and all. I (and a number of other C/FO-San Antonio members and general C/FO officers) will be at DALLAS FANTASY FAIR the weekend following Thanksgiving and I hope to see a lot of you there!

SURVEY RESULTS: As of this writing, I have received 40 responses to the Newsletter survey that went out with the October C/FO-San Antonio Newsletter. I'd like to thank everyone who took the time and trouble to respond --- a 33% response rate if terrific!

I'm going to spend the rest of this editorial presenting and making a few comments on the results of the newsletter portion of the survey (as of 27 Oct 87), the C/FO portion of the survey will be covered in the Letter from the Executive. Before we get into looking at the results section by section, let me explain what the numbers you will see mean. The RATE column is the average of the 1 to 10 ratings AFTER dropping the two highest and lowest responses (just like in the olympics), it does not appear for the multiple-choice questions. The NR column lists the number of people who responded (with something other that a zero) to the given question. The PERC column appears in for the multiple-choice questions and gives the percent of the people responding to the question who selected the given response.

RATINGS OF REGULAR FEATURES	NR	RATE
Inserts	39	8.89
New Anime	38	7.81
Anime Fandom Newswire	40	7.55
Robert's Reviews	40	7.55
Chapter Meeting Schedule & Synopses	39	7.54
Reluctant Randall's Reviews	40	7.39
Editorial Mutterings	39	6.97
Membership Update	39	6.89
Letter from the Executive	38	6.78
Publication Information	36	6.18
Chapter Information	37	6.17
Fan Fiction	38	6.03
Letters to the Editor	39	5.95
SDF-Fort Worth Report	32	5.67

The inserts that we have been running recently came out on top, over 1 point ahead of the next favorite item, the list of New Anime. What is surprising is that so many people read so much of the newsletter, every regular feature, even the boring chapter and publication information is read by over 75% of the readers responding.

FAN FICTION RATINGS	NR	RATE
Hotel Anime	26	7.46
Hoboken no Ken	27	7.00
The Maltese Gundam/The Anime Boat	35	6.76

While fan fiction as a whole only rated a 6.03, the individual stories did much better. Readers are divided on fan fiction, some rating it quite highly and others extremely poorly. In the absence of a clear demand for it to be dropped, however, it will continue. Those of you who absolutely hate it will just have to remember that other readers absolutely love it!

INSERT BOOKLET RATINGS	NR	RATE
SPT Layzner Booklet	34	8.75
Hokuto no Ken (Pt I) Booklet	38	8.56
Dragonar Booklet	35	8.24
Iczer 1 Booklet	32	7.60

Wow, these ratings are amazing! All but the tiny Iczer 1 Booklet out rated ALL the C/FO-SAN's regular features and even the Iczer-1 Booklet out rated everything but the New Anime column! Authors Marg Baskin (SPT Layzner & Dragonar), Robert Gibson (Hokuto no Ken), and Henry Jenrg (Iczer 1) should be proud of their efforts and should see that their time-consuming efforts are very much appreciated by the readership!

RATINGS OF VARIOUS FANZINES	NR	RATE
Animag	22	8.50
C/FO-San Antonio Newsletter	39	8.49
C/FOOD Platter	16	7.64
PANIME's Image	17	7.33
C/FO-CVA Newsletter	9	7.29
New C/FO Bulletin	28	7.15
Snow Job	9	7.14
Get Animated	4	7.00
Out of the Chaos	9	7.00
The Rose	13	6.82
Japanimation	17	6.67
Anime-Zine	22	6.65
SDF-Files	9	6.57
Club Anime Newsletter	6	6.50
C/FO-Atlanta Newsletter	5	6.33
NOVA	17	6.20
Wyvern Web Graphics Catalog and Newsletter	21	6.00
Whispers of Iscandar	15	5.46
C/FO-New York Newsletter	8	5.00
Books Nippan Animation Fan Club Newsletter	25	4.13
Macross Fan Club Newsletter	4	3.00
Anifan	5	1.33

First of all a warning: the rating of any publication with less than 5 responses is probably meaningless and the rating of any publication with less than 11 responses should be considered somewhat suspect.
No, folks, these ratings do NOT mean that the C/FO-San Antonio Newsletter is just as good as ANIMAG --- since the survey was of C/FO-SAN readers it has a built-in basis towards the C/FO-SAN. What is surprising is how poorly the other three semipro publications (Get Animated, Japanimation, and Anime-Zine) did, each of these were beat out by SIX or MORE FANZINES. All the semipro publications except GET ANIMATED were seen by a good number of people; far more people than I really expected to have seen them. The only other real point of interest is the relatively low rating of THE ROSE and the SDF-FILES is comparison to how well-rated their associated clubs were (see the Letter from the Executive for those ratings).

The following question were all multiple-choice and will have fewer comments from me...

IS THE C/FO-SAN....	PERC	NR
Too Silly	2%	1
About Right	88%	35
Too Serious	10%	4

(Yes, your dear CPAS still thinks this newsletter is too silly!)

HOW OFTEN SHOULD THE TAPE LIST BE PRINTED	PERC	NR
Don't print tape library	7%	3
every 3 months	28%	11
every 4 months	35%	14
every 5 months	0%	0
every six months	30%	12

We are printing it about every 4 months now and will probably continue to do so. It is interesting that no one wanted it printed every 5 months, I wonder why?

HOW OFTEN SHOULD A MEMBERSHIP FORM BE INCLUDED IN THE NEWSLETTER?	PERC	NR
Print Form every month	3%	1
every two months	15%	6
every three months	33%	13
every four months	49%	19

Although most readers only wanted to see a membership form every four months, we are going to try to run them every two or three months since people don't seen to remember to save them to use for their renewals and changes of address! And yes, you need to use a form every time you

change your address or renew (or at least clearly print all the information that is on one of the forms on a sheet of paper seperate from any letters or such). Simply saying "see new address on envelope" or the like will NOT cut it. Also you need to send in a seperate change of address for the general C/FO, the C/FO-SAN, APA HASHIN, and MOBILE SUIT because they are each handled seperately at different times and places.

HOW DO YOU OBTAIN YOUR COPY OF THIS NEWSLETTER?	PERC	NR
I Subscribe	82%	33
I receive a trade copy	0%	0
I receive a contributor's copy	15%	6
Editor likes me	0%	0
Editor hates me	0%	0
I read it in ANIME ALMANAC	0%	0
Heck if I know	3%	1

No real surprises here.

IF YOU SUBSCRIBE, DO YOU GET YOUR MONEY'S WORTH....	PERC	NR
All the time	42%	17
Most of the time	40%	16
Some of the time	0%	0
Once in a while	0%	0
Almost never	0%	0
I don't subscribe	17%	7

Every subscriber responding feels he is getting his money's worth either ALL or MOST OF THE TIME! Thanks, folks, comments like these make all this work worthwhile.

ASSUMING THE MATERIAL IS AVAILABLE, HOW OFTEN WOULD YOU LIKE TO SEE INSERT BOOKS	PERC	NR
No Insert books	0%	0
Every three issues	8%	3
Every other issue	13%	5
As often as possible	79%	31

I thought that the insert books were popular, but this definitely confirms it.

WHICH OF THE FOLLOWING NEW TITLES WOULD YOU PREFER FOR THE C/FO-SAN?	PERC	NR
Anime Magic	8%	3
Aniscene	3%	1
Anitimes	3%	1
Be Forever Anime	15%	6
The Anime Files	18%	7
Other	54%	21

No big surprise here, these names were made up on the spur of the moment as I made up the questions and were not too good. BE FOREVER ANIME got too many votes for Robert's taste as it is. Some of the more unusual suggestions readers wrote in were YUCK!, MECHA HEAD MADNESS (Hi, Dave!), C/FO inSANE, ANIMEDLEY, "Other", ANIMANIA, KILLER CHOCOLATE EASTER BUNNIES FROM HELL (Hi, Julie!), THRESHOLD OF REALITY (Sorry, Paul), and C/FORGET IT.

We have done some brainstorming and have come up with some other possibilities for a new name:

* Celluloid Diversions
* Anime Annals

What do you all think of these?

IF THE NEW C/FO BULLETIN DIES, WOULD YOU LIKE TO SEE MORE C/FO COVERAGE HEREIN		
Yes, more C/FO coverage	50%	19
No, no more C/FO coverage	50%	19

This was an interesting question and the results stayed split 50-50 throughout the period the surveys were being returned. With results like these, we will probably try additional C/FO coverage (if it should become necessary) and see what your response is to it when you see it.

The final survey question was on the number of additional pages of art that you would like to see in this newsletter,given the fact that one page of text would have to be sacrificed for each additional page of art. The average of the responses was about 1.1 pages, so starting with the January issue, we will try to have a cover and one additional piece of full page art in each issue.

Again, I'd like to thank everyone who replied to this survey for doing so! With a 33% response rate, it has been far more useful that the two surveys we did in 1986 which only had about a 12% response rate each. It's also been a very costly survey, with about 32 extra issues to provide, this survey will cost me about $65.00 over the next year!

Randall S. Stukey, Editor
Chief Protector Against Silliness (CPAS)

ANIME FANDOM NEWSWIRE

Compiled (with occasional commentary) by Randall Stukey -- with a little help from his friends (like Vaunda & Robert)

● GENERAL C/FO UPDATE: The Board of Directors of the general Cartoon/Fantasy Organization has voted to reduce both the general club dues and the amount of publications the organization will attempt to publish in 1988. The 1988 general C/FO publications will be a membership directory and a quarterly 4-5 sheet newsletter. The general organization will otherwise act as a welcommittee to introduce fans to active chapters.

Effective with the first day of January 1988, general C/FO dues will be either $6.50 a year (with current members getting the number of full months remaining on their membership as of that date doubled) or $8.50 a year (with current members having their memberships extended by 1 month for every 2 full months remaining on their current membership as of that date). The dues will be $6.50 a year if an amendment to the C/FO bylaws giving the board the power to amend the bylaws (SO THAT THE BOARD OF DIRECTORS CAN AMEND THE BYLAWS TO ABOLISH THE EXPENSIVE ELECTIONS THE CLUB WOULD OTHERWISE HAVE TO HOLD NEXT YEAR and so that the board can abolish and/or modify unneeded publications and club offices) is approved by the membership, but will be $8.50 a year if the proposed amendment is not approved by the membership.

● ANGEL COMICS UPDATE: In last month's Anime Fandom Newswire, we reported that a company called Angel Comics

was planning to publish the HOKUTO NO KEN manga in English. In the latest issue of the COMIC BUYER'S GUIDE, however, the representative of VIZ/SHOGAKUKAN in the United States printed a letter in which he reported that this intended publication of HOKUTO NO KEN was, in fact, an infringement of the copyright of tht property. He went on to state that his company was negotiating with the Japanese copyright holders, SHUEISHA, to get the right to publish a legal translation of HOKUTO NO KEN and are planning to publish said translation sometime next year. If this is true, I [RWG] personally applaud VIZ for their action because the last thing we need is a bunch of privateers ruining our market's reputation in the eyes of the creators over in Japan. If we are to get more Japanese manga and anime translated over here, it will have to be on the level, otherwise we will run the risk of further alienating those Japanese companies already uninterested in the American market. I urge everyone to write VIZ and ECLIPSE and voice their support in this matter (and put in thanks for planning to publish HOKUTO NO KEN, natch).

● BUBBLE GUM CRISIS UPDATE: Bubble Gum Crisis 2 was just released, number 3 is due out in December, number 4 has already been written, and number 5 is even now being written. Supposedly one is to appear every 3 months as long as the sales hold up!

● SAINT SEIYA VIDEO RELEASE DELAYED: The video release of the SAINT SEIYA movie has been delayed until December. It seems that there was more demand for it that they had contacted to make copies; of course, the fact that it is still playing well at the box office may have also had something to do with the delay.

● YOTODEN II is also due out in December.

● Judging by the number of members who either did not trib or did not bring their mailing account up to positive figures, APA-HASHIN may shortly have a few openings. If you are interested, send a SASE for the info sheet to Randall Stukey, 4122 Tallulah, San Antonio, TX 78218-3452. (Warning: I trash unanswered all info requests that do not include an SASE --- you can write a dozen times and still not get a reply if you do not include the SASE!)

THE ANIME BOAT VERSUS THE MALTESE GUNDAM
By Baka and Aho

CHAPTER THE SIXTH: At the End of All Life....

The stars held still around me as I kicked in the boosters on the D, rocking up to a hefty 600 Kps. I'd managed to avoid the obvious "Gee, this parody's really going to the dogs in the last chapter", but only by pressing the hidden stud on the end of my nose - which dropped me eighty stories through the trapdoor into the garage. Which was pretty stupid, considering that I then had to trek back up twenty flights to the costume department. (Fortunately, I had on rubber soled shoes.) Grabbing the uniform and kit from Pat, I hit the batpoles and changed on the way down.

Kyao tossed me the keys as I dashed by and gave me the thumbs up. My favorite mobile suit was venting gas on the flight line, ready to go; moments later I was airborne, heading for space. The hard link to the Special Branch main computer had been feeding me data on Haman's fleeing ZZ. Even with the special boosters I'd had Kyao and Toshiro strip from the spare God Phoenix, I could see that I would be unlikely to catch her before she reached her apparent destination. So as the nearly completed bulk of the new Hotel Anime loomed ahead in the scanners, I formed a quick plan... Judging by the number of Jion cruisers docked in the parking arms, this wasn't going to be a picnic.

"Hotel Anime, temporary Headquarters for the resurgent forces of Neo-Neo-Jion. Identify yourself or we'll open fire..." crackled the comm speaker.

"Umm... Hi! Say, I wonder if you've considered the advantages of owning a really fine set of encyclopedias..." I stalled.

"#$%#?&*&?! A SALESMAN!!" came the horrified reply. The burst of hell fire that erupted from the forces of Neo-Neo-Jion a moment later was more impressive than precise. Besides, I'd managed to coast inside their fire perimeter by then, so all they managed to hit was each other.

Hitting the transformation switches as I swept into the main garage, I popped the hatch and let momentum carry me towards a fleeing figure in black. Executing a beautiful flying tackle (half-a-dozen of the remaining soldiers held up placards reading a uniform 9.7; I think I lost points on the grope), we rolled through the air together for a moment, then crashed into a bulkhead. When the dust had settled (which takes a good while in zero-g) Haman was staring down the barrel of my DeLorean (almost as powerful as a Delameter, but it costs a whole lot more), a look of utter defeat on her face.

"Go ahead," she whispered, "Kill me. It's been done before, you know, and I deserved it. I've been bad, worse than you could know..."

"As bad as Bombay?" I asked with a slight grin.

"Get real!" she replied with a grimace. "I said bad, not sickening. I can at least act, even if I can't sing."

"Oh, I don't know about that," I drawled. "You hit some pretty high notes the last time we..."

"Ah, hmmm hmmm, how touching, lovers reunited," came a throaty voice from behind me. Even as I snapped my head around to determine its source, Haman seized the opportunity and rammed a hidden syringe into my arm.

I had the vague impression of a beached whale standing in front of me as I passed out

* * * * * * * * * *

I came to trussed up in a familiar unused storeroom in the basement. "Hey," I complained, "this is the same unused storeroom that Herbert Quest was using back in chapter two!"

A most, hmmm hmmm, astute observation, Mr. Baka. Not one I would expect from a man in your condition," came a familiar throaty chuckle from just outside the circle of

light cast by the single bare bulb in the overhead fixture.

"Ha, I've had worse hangovers," I responded with an air of forced machismo. Actually, I HAD had worse hangovers; but I'd slept through most of them.

"Now, I suppose, you are expecting me to make the traditional villainous threats, boasts, and end up by asking you to join my worthy enterprise?"

"Not really, Fat Man. Or maybe I should call you HERMAN KAHN!!"

A palpable silence ensued, broken finally by the Fat Man's breathing.

"So... You have deduced my true identity, Mr., hm hm, Baka!" he laughed, stepping under the light and revealing his smirking bearded visage.

"Wasn't tough, once I figured out that Ran wouldn't have said 'Haman Kahn.' He'd have said 'that bitch'..."

From where she stood in profile to me, she turned, her eyes wide and questioning.

"Sorry, kid," I said sadly. "That last day in London... You took the last handful of M&M's from the candy dish - before Yuki had had any. He never forgave you."

She said nothing, just lowered her head and bit her fist, trying hard to fight back the tears. Ran had taught her everything she knew about piloting, fighting, and post-capitalist economics. Somewhere down the road, she'd gone wrong. She'd turned into a cosmo girl.

"What I can't figure is motive, Herman. I mean, what does a dead economist stand to gain from Ran Kenstukey's death?" I asked, trying to ignore Haman's quiet weeping.

"Hmm, haa, yes, yes, of course. My dear Baka, have you any idea of what the news of Mr. Kenstukey's untimely demise has done to the bull market? Once my junior partner, the good doctor Quest produces him alive, albeit without any incriminating recollections," he chuckled again, "the rather sizable investments I've made over the past few days will become controlling interests on a galactic scale. And with Quest's hordes of zombies to work for nothing, I'll finally be big time! A giant robot of my own, monogrammed; an entire run of URUSEI YATSURA; original artwork; the works!"

It took a while before I could edge a word into his rantings - even then I probably wouldn't have been able to do so if it hadn't been for the timely explosion.

"A nifty plan, Herman. Really. But I wouldn't want to be the one who has to explain THAT to a few billion angry stockholders," I said, nodding at the still smoking hole in the wall.

"Who..." he blurted, staring at the back-lit trio that stood in the jagged gap.

"Just a couple of good girls and their boyfriend!" laughed Kei as she, Yuri, and Aho strolled into the room, guns at the ready.

The jig is up, Mr. K. Raise'em!" barked Yuri.

"STOP!" shouted the Fat Man. One more step and I smash it!" He raised the Maltese Gundam high over his head.

Deciding the time had come to act, I cautiously baited the desperate prophet of the supply side. "Say, Hermie," I purred, "Arncha gonna whistle for your horde of mindless zombies to come in and tie us all up?"

"Don't be cliche, Baka. Personal armies aren't cost effective in an operation like this. Now tell these bimbos - and that vaguely Kenstukey-like thing that I mean business. One more step and the elder bots return!"

That last remark sent a sobering shiver through us all. But I knew I'd hit the mark when I saw Haman come forward, eyes narrow and agleam with malice.

"Great-great-grandfather may not hold with private armies," she began softly, "but I won't leave home without one!"

She pursed her lips, whistled, and the room was instantly filled with Jion uniforms. The uniforms were filled, I noted with satisfaction, with the jut-jawed face of Detective Zenigatta and two dozen of the Galactic Patrol's finest.

Making a pretense of expecting orders, Zenigatta presented himself to Haman. Herman, relaxing his guard, set the Gundam down on a side table.

Just as one of the GP men grabbed the Gundam, Fightin' Bob burst from a air duct, a can of spinach about to pop open in the crook of his forearm, roaring, "Doggone it, Baka! I saw that 'side' joke, this is the last straw!"

"No, Bob", this is THE END!!" I cried, shirking my bonds with an ancient Hindu muscle relaxing technique that Hadji had taught me once in exchange for a set of French postcards. I ducked under Bob's roundhouse right, winked at Zenigatta, who gave me a curt nod as he read the dejected Kahns their rights, then I dived through a window out into the central shaft.

As the rotational forces pulled me away, I suddenly found myself bracketed by a familiar pair.

"Going somewhere, Baka-kun?" said Yuri with a lifted eyebrow.

"Umm, girls, weren't you going to marry Ran, or Aho, or whatever he is?" I asked with a trace of nervousness.

"Yuri and I have thought it over... Aho is very sweet, but he's just NOT, well, not RAN," Kei replied with a touch of exasperation. "So we've postponed the ceremonies until the REAL Ran turns up again, as we know he will, someday."

She turned away, a far gaze that seemed to pierce the distant walls, then she turned to me with a wry smile and said, "So any way, this pretty much clears my engagement calender for a while and I noticed that you have some vacation time due.... Won't you let me take you on a scenic cruise?"

I glanced over my shoulder, just in time to see Yuri peeling off toward a side shaft. Baffled, I looked at Kei.

"She's got plans, Tiger. And so do I," she said as she locked up my arm in hers and we floated toward the taxi station. I just rolled my eyes back and started singing softly, "Oooeee, Oooeee, baby..."

* * * * * * * * * * *

"Well, Bob," Zenigatta began as he put the cuffs on Herman, "It looks like a cut and dried case, just as soon as I get these two to Headquarters, I'll find out where Herbert Quest is and I'll have the lot of them! Success, for once."

As he spoke a strange special effect light began to play over Haman and she quickly faded from view.

Zenigatta moaned and banged his head on a nearby filing cabinet as his men fanned out to look for her. Fightin'

Bob suppressed a smile, poor Zenigatta seldom could keep his catch.

* * * * * * * * * * *

As Haman appeared in the makeshift transporter, the real Ran Kenstukey gave the Doctor a playful pat on the rump, and said, "See, I told you I could make a transporter work within the temporal vortex!"

The Doctor stared at Haman, she was as beautiful as she was powerful, and the doctor was not sure she was ready to share Ran's attentions.

Sensing the Doctor's mood, Ran rolled back his eyes and shook his head. "Come on, Doctor," he said, "you've had me to yourself for almost five years - besides, you know that we need Haman's help to repair the damage that's been done to the temporal vortex..."

"Ran," Haman said softly, "I'm sorry I took those M&Ms. Go ahead, kill me. It's been done before and I deserved it. I've been bad, worse than you could imagine...."

MALTESE GUNDAM: FIN

NEXT YEAR: THE ANIME BOAT, OR THE ANIME BOAT!
NEXT MONTH: It seems our friends in SDF-Fort Worth did not like the BRIEF mention of Bob's trip to Fort Worth in THE MALTESE GUNDAM and have decided to write it up themselves, so next month it's FIGHTIN' BOB'S ADVENTURES IN FORT WORTH written by Karen/Yuki. Stay tuned....

SDF-FORT WORTH REPORT
By Karen/Yuri, SDF-Fort Worth Vice-President

[SILLINESS WARNING! The CPAS has determined that reading the 4th and/or 5th paragraphs of this report might be highly detrimental to your seriousness!]

Hello again from the most humorous ship in the galaxy! Yes, it's time for a few words from your sister chapter her in Fort Worth. Our apologies for not having more people from here down there for your convention. We have flushed the computer system and reprogrammed it to give us better data in the future so that problem should be solved. We have also been very busy with a small mutant uprising, something about wanting more "cream lemon". I don't understand why they can't just eat regular food, but that's just one of those things, I guess... Anyway, let's get back to the subject. Which is....what IS the subject? What can I possibly have to say that you all in San Antonio would be interested in?

Well, I could dangle a new tape trade contact in front of your noses, but would Randall care for that? Robert probably wouldn't mind some assistance, so...OKAY! Announcing the SDF-Fort Worth tape coordinator! Yes, our very own John Wilson has offered to coordinate our tape trades for us. That means that we can actually do some trading/copying for ya'll. We have some of the same things San Antonio has, but some of our titles are first gen, commercial, and/or laser disc copies! Woooww. We basically follow the same guidelines for our trading as you have in San Antonio, however, if you are interested you had better write to me FIRST for a list and a copy of our rules BEFORE you try to send tapes. If you send me a self-addressed stamped envelope (SASE), I will be happy to send a list and our rules to you. If you don't send the SASE, well...can you say "no reply at all"? Actually, our treasurer has a Kenshiro fit and destroys the requesting letter if I ask for stamps for folks who didn't send an SASE. So to help me (and my nerves) out, PLEASE send an SASE!

And now for something completely different. We have heard recently from our friend Scott Frazier in Japan and he has had even more good news. As you may know, he went to Japan to learn how to animate and was lucky enough to land a job with Vision 80 Studios BEFORE even getting to school. Now he tells me he has received a promotion and will likely be heading his own animation project very soon! Talk about a dream come true! (Well, for some of us, that is.) Scott seems to be taking this all in stride, meaning that he is in complete shock! Hopefully, whatever they produce will be scheduled for release in America so we can all see it. He promises to keep us informed, so we will let you know when we hear anything. Now that IS news, huh? That is one reason that being sister organizations is good for us - our influence and voice are multiplied when we decide to unite like this. We might just make a difference and get more anime out of all this. Wow! You never know.

And now for something not exactly, but pretty close to, completely different. It seems the SDF-Fort Worth is the clear Humor Victor. (What's a "Humor Victor"? Never mind.) You see with C/FO-Denver devoting itself mostly to synopses and with the well-known seriousness of the C/FO-San Antonio Newsletter editor, the SDF-Files is just about the last stronghold for humor. Now this tragedy doesn't have to be. As the immortal Smokey the Bear would say, "Only you can prevent seriousness". (Well, he'd say it if he were here, I'm sure!)

Why don't more of you write for your newsletter? Even if it isn't humorous, send some stuff to Randall. The worst he could do is not print it --- right? Well...send it anyway. It would sure be nice to see some new names on the by-lines once in a while! It's starting to look as if there are really only a few folks in C/FO-San Antonio and that they are just making up all of those names on the membership roster in order to look bigger! (Just a little humor for there, Randall). Just consider it, okay?

I guess that this is enough rambling for this issue. As always, I want to invite anyone interested to find out more about SDF-Fort Worth. For only $5.00 ($6.50 in Canada) a year, you will receive our bimonthly newszine which contains lots of fan fiction, art, anime news, and our special bonus insert --- full color picture cards. Just write to me for more info. (Checks can be made out to SDF-Fort Worth.) So, until Randall says it's time for more of this rambling, sayonara!

Karen/Yuki
Vice-President/Club Correspondent, SDF-Fort Worth
4928 El Campo #217
Fort Worth, TX 76107

NOVEMBER MEETING SCHEDULE

1:00-1:30	Dirty Pair #5	5:00-5:30	City Hunter #8
2:30-2:00	Mobile Suit Gundam #1	5:30-6:00	Votoms #18
2:00-2:30	Urusei Yatsura #109	6:00-7:00	Dinner Break
2:30-3:00	Gatchaman #102	7:00-8:00	Dragon Ball Movie
3:00-3:30	Dragonar #1 (*)	8:00-9:00	Kamen Rider Special
3:30-4:00	C/FO Meeting	9:00-9:30	Hokuto no Ken 2 #115
4:00-4:30	Saint Seiya #5	9:30-10:00	Ge Ge Ge no Kitaro #?
4:30-5:00	Hokuto no Ken #92	10:00-??:??	Requests

(*) C/FO-San Antonio Executive Board Meeting

Synopses for many of these shows follow. Please remember that these synopses are done by amatuer fans of the the individual series, some of whom do not even understand Japanese. Accuracy is not promised, but even a somewhat inaccurace synopsis is far better than no synopsis at all, especially if you would otherwise had not have any idea what is going on!

The chapter voted for continuing series at the October meeting and as usual this has made changes in the schedule. DRAGON BALL, CONAN THE FUTURE BOY, LENSMAN, DETECTIVE HOLMES, and LUPIN III will not be shown for a while. DIRTY PAIR and GATCHAMAN are back on the schedule and DRAGONAR, GE GE GE NO KITARO, and GUNDAM are making there first appearance at our meetings.

GUNDAM #1: Gundam - Flight to Earth
by Ray Elliott

With this first episode in the GUNDAM saga, the war begins. In fact, in the opening of this episode, we see Side 8 go crashing into a city on Earth. The war is between the Principality of Jion (Side 3) and all the other Sides and Earth. (A "Side" is an Earth space colony - some are in asteroids and some are in L-5 configuration.)

After Side 8 crashes to Earth, Char (pronounced 'Shaa') Aznable leads an attack on Side 7. During this attack, Amuro Ray gains control of the mobile suit Gundam to help the "White Base" cruiser escape. Fortunately for Amuro, he has found the operators manual for the suit! At the end of the episode, we see White Base preparing to leave Side 7.

URUSEI YATSURA #109
by Ray Elliott

In this episode, Ran is sick in bed and has to ask Lum to visit her because no one else is around. She calls Lum up after several days because of her memories of what happened the last time she was sick. Lum refuses, however, because she does not want to catch her cold. So Ran sends her little exploding robots to convince her of the error of her ways.

Lum finally visits Ran and acts like the little chowder head we know and love. Ran's saucer is almost destroyed by Lum's attempts at cooking, cleaning up, and washing clothes. But by the end of the episode, we see what a good friend Lum really is when she stays with Ran to break her cold.

I really like this episode because of the excellent comedy and good character interaction. Although it had nothing to do with the basic plot, there is an excellent scene of Ataru absent-mindedly mouthing off to Lum and getting her mad. What makes this scene is the reaction of the rest of the students and Ataru's reaction when he realizes what he has done - just before the zap!

SAINT SEIYA #5: Miracle Resurrection: Cosmos of Friendship
by Jeff Wong (reprinted from OUT OF THE CHAOS #7)

Seiya the Pegasus and Shiryu the Dragon now face each other in the final confrontation of their match. Both are out of their armor, so the potential for a fatality has become even greater. Even so, both are determined to prove themselves the superior. However, now that Shiryu is without his shield and armor, he finds that his speed does not quite match Seiya's and he takes a few Pegasus meteor punches. Seiya tells Shiryu that he sees a weak point in his technique and that his next meteor punch could well be fatal.

Flashback: Shiryu recalls how during his training his teacher once told him that his Sho-ryu-ha technique had a weak point where the right fist leaves an opening to the heart for a thousandth of a second. But Shiryu laughs, certain that his technique is complete as no one could take advantage of such a brief exposure.

Wrong.

The contest ends with Seiya victorious. Although Seiya's wounds demand immediate attention, Shiryu is in a worse state as his heart has stopped. Shun-rei, Shiryu's girlfriend, urges the wounded Seiya to help Shiryu. According to Shiryu's teacher, if his heart is hit and stopped, his dragon tattoo will disappear in about four minutes, marking his death. The only way to stop this process is for an equal force to be applied to the heart - a task which Seiya can manage because of his practice of the Law of Contradiction. But can he overcome his injuries and help Shiryu in time? And who is the mysterious figure that draws Andromeda's defensive chain, a device which detects the most pressing danger? And what about Naomi?

HOKUTO NO KEN #92
By Robert Gibson

The last of the Nanto commanders has finally convinced Juuza the Cloud to do his duty by fighting Raoh, but can even the skill of the Go Sha Sei overcome the raw power of the "King of Fist"? Juuza-vs-Raoh, round one; or is it actually round two, as it seems the two have met before..?

CITY HUNTER #8
By Robert Gibson

Super slueth Saeko Nogami is back in town and Ryo is entranced as usual. It seems Saeko is after a microchip hidden in an art treasure and needs Ryo's special type of help to get it. The "City Hunter" is glad to be of assistance, of course, but is the beautiful-but-deadly Nogami prepared to pay his price? Join us for one of the funniest episodes (and best supporting characters) of a

funny series.

VOTOMS #18
By David Stowell

Last episode, Chirico was on his way into town with a truck full of buddies while guerrillas were burning the place down. Talk about party animals! This episode starts off with Jan-Paul meeting the Big Man and 'coptering out to the base.

While Jan-Paul is on his way, Stringbean finally figures out that the rebels out where he is are just a distraction and that the real party's in town. That's where it is, all right, and while Stringbean is stuck out in the woods, the rebels are shooting up the town. (Jake Sluggo thinks all these guys need is some beer, and rifle-racks on the backs of their armor-suits, and they'd have it all!) Cocconer and Vartla meanwhile try to save the doomed Phantom Club.

Chirico and the guys arrive and start cleaning house. They give these wimps a lesson on how Real Men party! Cocconer and Vartla finally figure out that it's too late to save the club and almost get zapped while watching it burn down. Chirico covers for 'em, but his suit gets damaged for his trouble. During the fight, one jerk jumps on Chirico and starts crushing his armor. Chirico pops off a K.O. punch that puts that creep out of the party for good.

At the rebel base, while Boro and the General talk over the operation, Super-Brat Ypsilon STILL keeps trying to impress everybody. More Robots from Hell scenes follow, as the Rebel girl tries to take out what I guess is her ex-boyfriend. She goofs the shot and has to join the rest of the guerrillas in a race for home.

After the battle, everyone gets busy cleaning up the mess. Vartla gets his arm taken care of by Cocconer, and Gotho gives a helping hand. What a sensitive guy! From the look on Vartla's face, Gotho must have a pretty good grip.

Chirico gets escorted to the Big Guy's office. Stringbean's there and tries again to screw-up Chirico. The Big Man still isn't fooled, and Stringbean gets to eat sour grapes and leave. Jan-Paul surprises Chirico and fills him in on what's been going on, including the super-soldier project. Since Chirico's after the Secret Society anyway, I guess Jan-Paul figures he can use his help.

While this is going on, Boro is busy giving Fyana the Frankenstein treatment again. Super-Brat's watching, and I guess Chirico is the main topic of conversation. If so, Super-Brat should be taking notes.

Later that night, Gotho helps Chirico fix up his Marshydog. Tough Guys really are tough on equipment. Vartla and Cocconer try to readjust, but Vartla's just too bugged. Even cute-bimbo routines won't cut it this time.

Next day, Jan-Paul and the Big Man talk while everyone moves out. Jan-Paul knows he can trust the Big Man to handle things and 'copters out. Chirico heads out on the river while Vartla, still bugged, yells to him. As the episode ends, Chirico's on his way while the Air head, for about the last time, sings.

HOKUTO NO KEN 2 #115
By Robert Gibson

Enter Gen Tou Ko Ken Falco, the most powerful of the aura-wielding practitioners, and the brothers Gil and Hazu, Nanto guardians of a secret. What do they mean to the advancing Hokuto army, led by Lynn and Bat? Meanwhile, Kenshiro meets ShoKi, a master of Gen Tou Ko Ken, and the final fate of Yuria is revealed.

A LETTER FROM THE EXECUTIVE

C/FO SURVEY RESULTS: What follows are the results of the C/FO portion of the survey mailed out with the October Newsletter. As these results are as of 1 Nov 87, a few more responses are recorded here than in the portion of this survey reported on in the editorial. All the terms used are explained back in the editorial, so I will not repeat them here.

GENERAL C/FO MEMBERSHIP STATUS:	PERC	NR
Current General C/FO Member	64%	28
Former General C/FO Member	18%	8
Never been a C/FO Member	18%	8

About 82% of the people responding to this survey either are or had been general C/FO members.

C/FO-SAN ANTONIO MEMBERSHIP STATUS	PERC	NR
Sustaining C/FO-SA Member	32%	14
Associate C/FO-SA Member	68%	30
Not a C/FO-SA Member	0%	0

C/FO-San Antonio has more associate members than Sustaining Members. This is not a big surprise when you consider that becoming a sustaining member costs $3.00 and becoming an associate member is free.

RATINGS OF VARIOUS ANIMATION CLUBS	NR	RATE
SDF-Fort Worth	7	9.00
Anime Hasshin	10	8.75
C/FO-San Antonio	44	8.43
Panime	13	7.27
C/FO-Denver	4	7.00
Macross Fan Club	1	7.00
C/FO	33	5.06
Boston Japanimation Society	4	4.50
EDC	17	4.47
Books Nippan Animation Fan Club	25	3.78
Starblazers Fan Club	6	3.25
Robotech Defense Force	12	1.40
Robotech Fan Club	4	1.00

First of all a warning: the rating of any club with less than 5 responses is probably meaningless and the rating of any club with less than 11 responses might be right on target, but should, at least, be considered somewhat suspect.

But all that aside, there are three major clubs that are rated very highly by their membership: SDF-Fort Worth, Anime Hasshin, and C/FO-San Antonio; if you are thinking of joining another anime fan club, it appears that SDF-Fort Worth and Anime Hasshin would be excellent choices and that Panime wouldn't be too bad a choice either. All of the older clubs, the C/FO, the EDC, and the Starblazers Fan Club are rated average or just below average. The most interesting thing is that the two highest rated clubs, the SDF-Fort Worth and Anime Hasshin, have newsletters that rated just slightly above average (6.57 and 6.82 respectively) so they must be doing other things to earn these high ratings. I would love to hear from members of these organizations exactly why they rated these organizations so highly--so perhaps we could improve C/FO-San Antonio. Of course, some things that these organizations reportedly do for their smaller memberships would be impossible for C/FO-San Antonio to do for its much larger membership (e.g. I have heard reports of Anime Hasshin dubbing up to 15 tapes at a time for its members--even if this report is true, there is no way C/FO-SA could do something like that). So SDF-Fort Worth and Anime Hasshin members, how about a few letters?! And although its not nearly as important, I'd love to know why the two Robotech clubs are rated so poorly.

PERFERRED FORM AND PUBLICATIONS FOR THE GENERAL C/FO

	PERC	NR
Membership Directory & 4 five sheet NLs...	35%	15
Membership Directory, 4 five sheet NLs & a 50-60 annual fanzine.....	28%	12
Membership Directory only.....	23%	10
Abolish General C/FO entirely.....	7%	3
Quarterly Magazine photocopied straight from chapter newsletters.....	7%	3

The major surprise here is how poorly the quarterly magazine photocopied straight from chapter newsletters did. Based in part on the early results of this survey, the Board of Directors has decided to publish a quarterly five sheet newsletter and a membership directory next year. If someone can be found to edit and publish it, a C/FO fanzine may also be published for those who wish to purchase a copy.

SHOULD C/FO-SAN ANTONIO WORK ON GENERAL C/FO PROJECTS BEFORE CHAPTER PROJECTS

	PERC	NR
Yes, work on general C/FO stuff first.....	0%	0
No, do not work on general C/FO stuff 1st.	100%	41

I would say that the neys definitely have it. Everyone who had an opinion on this question voted in the negative, while I expected a heavy "No" vote, I did not expect it to be unanimous!

WHAT SHOULD C/FO-SAN ANTONIO DO WITH/TO THE GENERAL C/FO?

	PERC	NR
Remain in C/FO, but DO NOT do the work....	62%	25
ABOLISH the general C/FO and absorb it into C/FO-San Antonio.....	23%	9
Remain in the C/FO and do its work.....	10%	4
Withdraw from the C/FO and start own group	5%	2

The only thing I have to say on this is that none of the four members who thought we should remain and continue to do the work actually do much (if any) of the work!

IF THE C/FO BECOMES A WELCOMMITTEE, SHOULD IT BE GOVERNED BY A(N)

	PERC	NR
Self-perpetuating Board.....	86%	37
Elected Board.....	14%	6

I was somewhat surprised by this vote, I knew there was apathy in the general club but I never thought it was this bad.

C/FO-SAN ANTONIO CHAPTER HANDBOOK AND MEMBERSHIP DIRECTORY: These materials will be prepared and mailed out to all Sustaining members of C/FO-San Antonio in the spring of each year. I still have not been able to get any of our artists to do up a C/FO-San Antonio membership card, so their is a good chance that parchment membership certificates (which I can generate the master of on my computer) will be substituted for the membership card. Whichever it turns out to be, they will be mailed to Sustaining Members in the spring with the Chapter Handbook/Membership Directory.

C/FO EXPIRES DATE ON YOUR MAILING LABEL: I only have time to update this data on the San Antonio membership list from the general C/FO membership list about once every six months, so the date here will only change every six months or so, even if you have renewed your general club membership. Sorry, but there are only so many hours in a day....

NEW MEMBERS: Nine new members to report this month, most from the local area. First of all, Mike Odell, Vice-President of C/FO-Denver, who joined during NASFiC and should have been listed last month. (Sorry, Mike!) William Henker is a Lupin fan from Universal City. Donald Rogers is a fan of a lot of the mecha shows and lives here in San Antonio. Eric Quiroz is a San Antonio fan of the Macross movie. Luke Edmunds is a San Antonian who is new to anime. Tina Mailloux is a big fan of Gatchaman as is her friend Sarah Still--there are now THREE of us in the San Antonio area who list Gatchaman or BOTP as our favorite show, so you Ken fans better watch out! Harry Cheung is a fan of Macross and Yamoto from Oakland, CA. And last but not least, we have Natsuko Yamamoto, a Japanese exchange student who goes to school with Sarah and Tina. Natsuko likes "all of anime", but her favorites seem to be Hokuto no Ken, Macross, and Gundam. Natsuko also happens to be C/FO-San Antonio's 200th member!

TAPE THANK-YOUS: Quite a few this time as Robert finally listed a lot of the tapes he has received the past couple of months. Thanks to Mitsuyoshi for tapes J8, K2, K4, K5, and K7. Tokyo Video sent us tape K8. Scott Grossman sent us tapes J6, J9, and J10. Roy Bruce sent us tapes J7 and C121. Cindy Ward sent tape K1. Lee Thompson sent tape K3. Robert Simmons sent tape K6. D.B. Killings sent tapes C110 and C120. Thank you one and all.

Randall S. Stukey
Chapter Executive

NEW ANIME

Due to space limitations this issue, all the new anime is only being listed on the new master tape list. The new tapes are numbered J6-K10 and C110, C120, and C121. The current taping rules are printed right before the master tape list. Please read them and the following special warnings before sending any tapes.

WARNING I: Robert Gibson's second VCR is in need of repair; until Robert comes up with the funds to repair his VCR, Randall Stukey will be handling all dubbing and he is very SLOW. DOUBLE all the times listed in the trading rules (TRIPLE those times if any tapes from Robert's collection [tapes numbered A1-A10 to K1-K10 and all "MY" prefix tapes] are needed as it will take Randy three to four weeks just to remember to get the tape from Robert)!

We are also still far behind from loaning tapes to the NASFiC video room.

WARNING II: In the last several weeks we have been sent several tapes that were not made in Japan, the USA, or West Germany! These tapes are being returned unrecorded. Our taping policy clearing states that ONLY TAPES MADE IN JAPAN, THE USA, or WEST GERMANY are acceptable. Please check your tapes carefully before you send them as several "name brands" are now being made in Hong Kong or Korea and are therefore NOT ACCEPTABLE! If you send them all you are doing is wasting your postage. CAREFULLY CHECK YOUR TAPES BEFORE YOU BUY THEM!

C/FO-SAN ANTONIO TAPE COPYING POLICY

There are only a couple of minor changes to the tape copying policy this time, mainly dealing with some additional information that must be written on your tape labels and on your return mailer.

WHO WE WILL TRADE WITH/DUB COPIES FOR
C/FO-San Antonio will make copies of tapes in its anime collection for anyone (regardless of race, color, creed, political opinions (fan or otherwise), planet or society of origin, etc.) who follows all our general trading rules, provided that the person DOES NOT:

• make any profit from his collection (i.e. he does not sell copies, charge extra blank tapes to make copies for others, or the like)

• impose any restrictions on what can be done with copies from his collection when he makes for others, other than a prohibition on selling them for a profit.

The common practice of charging others for your copying time or even for "wear and tear on the machine" (whether the charge you demand is money, items, or extra blank tapes is immaterial) makes the copying "for profit" under both US and Japanese copyright laws and is therefore ILLEGAL. C/FO-San Antonio will not deal with people who are, at best, being extremely greedy! Other people like to impose restrictions on what can be done with copies they make for you (like "I'm make you a copy, but you have to promise not to make any copies from it, tell anyone who wants a copy that they have to trade with me!" or "You can't make any copies for Person A or anyone in Group B."), C/FO-San Antonio does not have such restrictions and we will not deal with anyone who does. WE WANT COPIES OF ANIME SPREAD AROUND, not hoarded in collections or used to enrich a handful of greedy people!

GENERAL RULES:

IGNORANCE OF THE LATEST TAPING RULES IS NOT AN EXCUSE FOR NOT FOLLOWING THEM EXACTLY. READ AND FOLLOW THE RULES CAREFULLY. IF YOU ARE NOT SURE ABOUT SOMETHING, CALL AND ASK BEFORE YOU SEND ANY TAPES!

RULE 1: FREQUENCY, NUMBER AND TYPE OF COPIES
Unless a other arrangements are approved IN ADVANCE (for example, a tape trade) with the person who will be doing the dubbing, the following limits are in effect:

• NO MORE THAN TWO TAPES PER PERSON PER MONTH. HOWEVER, ONLY ONE REQUEST WILL BE HONORED AT A TIME. (That is, if you send us two tapes for dubbing, you may not send in any more tapes until your first request is completed and returned to you --- even if this takes longer than one month!)

• REQUEST THE TAPE YOU WANT BY COPIED BY NUMBER AND CONTENTS, this will determine the speed at which your tape will be recorded. If the Master Tape List shows that the tape you desire to have copied is a T-160 tape (a '*' next to the recording speed), be sure to send a T-160 tape!

• WE WILL ONLY COPY ONE OF OUR COMPLETE TAPES ON TO ONE OF YOUR BLANK TAPES. We will NOT put two (or more) of our tapes on to one of your blank tapes or selected items from different tapes on to one of your blank tapes unless a trade is arranged in advance.

RULE 2: ACCEPTABLE TAPES
• ABSOLUTELY NO "GENERIC BRAND" TAPES WILL BE ACCEPTED. Almost any major name brand tape (Scotch, Fuji, BASF, TDK, JVC, Sony, etc.) is acceptable. Tapes made in places other than the USA, Japan, or Germany are completely unacceptable (examples: J.C. Penny, KMC [K-mart], Megasonic, Classic, etc.)--even if they would normally qualify as a major name brand tape--as are tapes which do not have the VHS IN THE BOX symbol. As cheap and/or poorly made tapes can ruin the heads of our VCRs, ABSOLUTELY NO EXCEPTIONS WILL EVER BE MADE TO THIS RULE! ANY AND ALL TAPES THAT DO NOT FULLY MEET THESE REQUIREMENTS WILL BE RETURNED UNDUBBED (AT YOUR EXPENSE).

• Copies can only be made in VHS format. On rare occasions, Beta copies can be made, IF AND ONLY IF a trade is arranged or if the member desiring beta copies can regularly attend San Antonio meetings and can work out an arrangement to dub copies locally.

RULE 3: PREPARING YOUR REQUEST
Please prepare your mailing to us exactly as directed herein --- those who do not follow these instructions may NEVER get their tapes back. (Anyone who does not properly label their tapes will definitely NOT get them back as tapes without proper labeling are considered free donations to the dubber's collection of blank tapes, we simply do not have the time to attempt to track down whom an unlabeled tape belongs to!!)

• Remove your blank tapes from their wrapper. ON EACH AND EVERY TAPE, NEATLY AND CLEARLY PRINT your name, full address, phone number, and the number of tape to be copied on one of the squarish labels and affix it to the tape. PRINT the tape number and the contents of that tape on one of the long, thin labels and affix that to the edge of the tape AND the number of tapes you are sending this time (e.g. if you are sending only one tape write "(1 of 1)" on this label, if you are sending two tapes write "(1 of 2)" on one tape and "(2 of 2) on the other tape). Place the tape back in its box so that the long label with the tape number and contents of the tape you desire to have copied is VISIBLE from outside the box. Anything that is unclear or unreadable will be interperted as best we can --- and our interpretations are FINAL, so print or type VERY NEATLY and clearly.

• Obtain two postal mailers and sufficent postage to both mail your tapes to us and for us to return them to you. Address one of the mailers to YOURSELF, affix sufficent return postage to it, write either "1 tape enclosed" or "2 tapes enclosed" (depending on how many tapes we will be returning in the envelope), and place this return mailer and your tapes in the other mailer and address this outer mailer to us (see addresses at the end of these rules). DO NOT SEND MONEY AND EXPECT US TO HAVE TIME TO GO TO THE POST OFFICE AND STAND IN LINE FOR YOU --- WE DO NOT! Two tapes can be sent first class anywhere in the continental US for $2.40 in postage. (This provision DOES NOT apply to members who pick their tapes up at C/FO-San Antonio meetings, for obvious reasons!)

• If you enclose a self-addressed, stamped POSTCARD with your tapes, we will be happy to notify you that your tapes have arrived.

• If you send a letter or note with your tapes, please place them where we will find them immediately (i.e. NOT inside the return mailer or stuffed in a tape box, we might not notice your letter for several weeks in those locations).

RULE 4: NOTIFY US WHEN YOU RECIEVE YOUR COPIES.
Please drop us a postcard or letter when you recieve your tape(s) back so we do not worry about whether or not your tapes got back to you safely.

RULE 5: RESPONSIBILITY
Neither C/FO-San Antonio nor any of our tape dubbers shall be responsible for tapes lost or damaged in the mail.

DUBBING TIME:
Dubbing can take a VERY LONG time, due to the huge number of requests that we get. When your blank tapes arrive, they are given to the proper person for taping (whoever owns the master copies) and that person places them at the

bottom of the pile (which can be 20 to 25 tapes high), tapes are generally copied in the order that they are received, HOWEVER, certain tape requests do have priority over others --- the following is the general priority scheme:

1) Copies for those C/FO-San Antonio members whose machines, tapes, and/or time are being used to make all these copies (generally Robert, Ray, and Randall) --- any and all copies we want to make come before anything else!

2) Tapes for Robert and Randall's Japanese Pen Pals.

3) Copies for people who are trading with us, people we owe favors to, or people needing tapes for public showing at conventions.
(average dubbing time: 5 weeks).

4) Copies for local area members of C/FO-San Antonio
(average dubbing time: 5-8 weeks).

5) Copies for other members of C/FO-San Antonio, members of our sister organizations, and members of the EDC.
(average dubbing time: 6-12 weeks).

6) Copies for non-members of C/FO-San Antonio
(average dubbing time: 10-16 weeks).

Generally, you should allow at least 12 weeks from the time we receive the tapes for dubbing for the tapes to wind their way back to you (but check the NEW ANIME section of each C/FO-SAN for current updates on this). We aim to get tapes back to you much quicker than this (generally within 4 to 6 weeks for everyone, but we tend to get swamped), but please do not write us a nasty letter asking about your tapes until at least 16 full weeks (that's 4 months, folks) have passed since we received the tapes! EXTREMELY POLITE inquiries about your tape(s) will be answered before 16 weeks have passed BY PHONE ONLY --- we do not have the time to waste writing letters to tell people that we still have not yet gotten to their tapes. (By the way, asking why it's taking so long, implying that your tapes should be given special treatment, or calling every other day is NOT being extremely polite!)

SO YOU WANT TO TRADE:
We love to trade, that's how we've got much of our collection. Each trade, however, must be worked out individually, so write us with your specific offers --- PLEASE don't just send us a copy of your tape list, make a specific offer! Because of all the mail we get, you are far more likely to get a response that way. We try to get the best quality copies that we can (don't let anyone tell you that good copies cannot be found, they CAN if you are patient and willing to work at finding them). We also try to collect complete runs of series. We are not terribly picky about what we want (other than high quality copies), even if no one is interested in it down here, it is potential trading material. However, here is a list of a few series that we are looking for (in complete runs if possible):

CUTEY HONEY	MOST NEW OVAs
QUEEN 1000	
DANCOUGAR	
XABUNGLE	

TAPE-TRADING CONTACT PEOPLE:
Contact either Randall Stukey or Robert Gibson to arrange trades or to request copies. Their addresses can be found at the end of all this fine print on tape copying. If you'd rather call than write, Randall can normally be reached at (512) 655-2678 (best chance to reach Randall:: between 6:30pm and 9:30pm CDT and between 10pm and 11pm CDT Sunday through Friday) and Robert can normally be reached at (512) 657-7296 (best chance to reach Robert: between 10pm and 1am CDT any day of the week). Or call (512) 826-1278 between 12 noon and 5:00pm almost any Saturday and you can talk to both of them, however, they are running a role-playing game during that time (Saturday afternoon) and request that calls be kept VERY BRIEF.

Robert Gibson
6527 Chapel Forest
San Antonio, TX 78239
(512) 657-7296

Randall S. Stukey
4122 Tallulah
San Antonio, TX 78218-3452
(512) 655-2678

C/FO-SAN ANTONIO TAPE LIST

The following tape list is a fairly complete listing of the tapes in Randall and Robert's collections. Many of the older series that used to appear in some of our 1986 tape lists are no longer listed because they had to be obtained from across town and were simply too hard to obtain when they were needed.

PLEASE READ AND CAREFULLY FOLLOW OUR TAPING POLICY (WHICH IS PRINTED ABOVE) WHEN REQUESTING COPIES OF TAPES ON THIS LIST! FAILURE TO DO SO WILL (AT BEST) MEAN THAT YOUR BLANK TAPES WILL BE RETURNED UNCOPIED!

There are several things that you need to remember about this tape list:

- IT MAY CONTAIN ERRORS. Episode numbers, tape speed, and even exactly what is on a tape may very well be completely WRONG. We sure hope not, but we aren't perfect, either!

- Individual episodes/features may not be on a given tape in the order that they are listed on the tape list. THIS IS ESPECIALLY TRUE OF TAPES WITH THE "MY" OR "YI" PREFIXES.

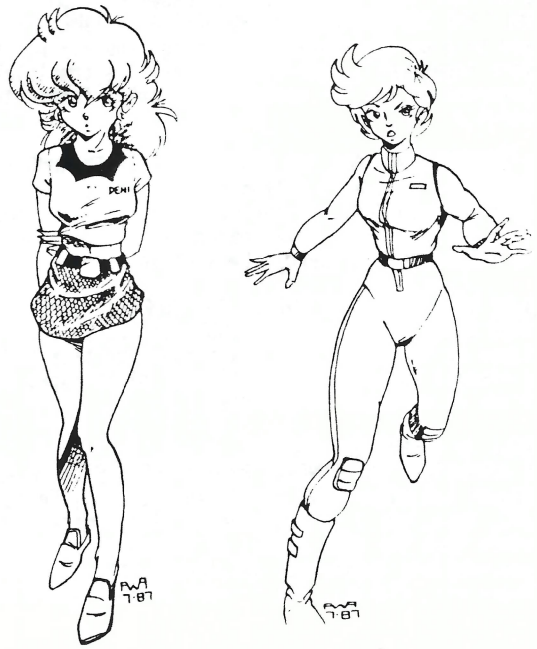
- The speed listed for a tape is the speed at which we believe everything on the tape can be copied. Some tapes have items recorded at different speeds, when this is the case, you will have some blank tape at the end of your copy.

- IMPORTANT! ALL TAPES ARE T-120 TAPES UNLESS THERE IS AN ASTERISK ("*") AFTER THE TAPE SPEED WHICH MEANS THAT A T-160 TAPE REQUIRED. When an asterisk appears after the tape speed, send a T-160 tape or you will not obtain a copy of the entire tape!

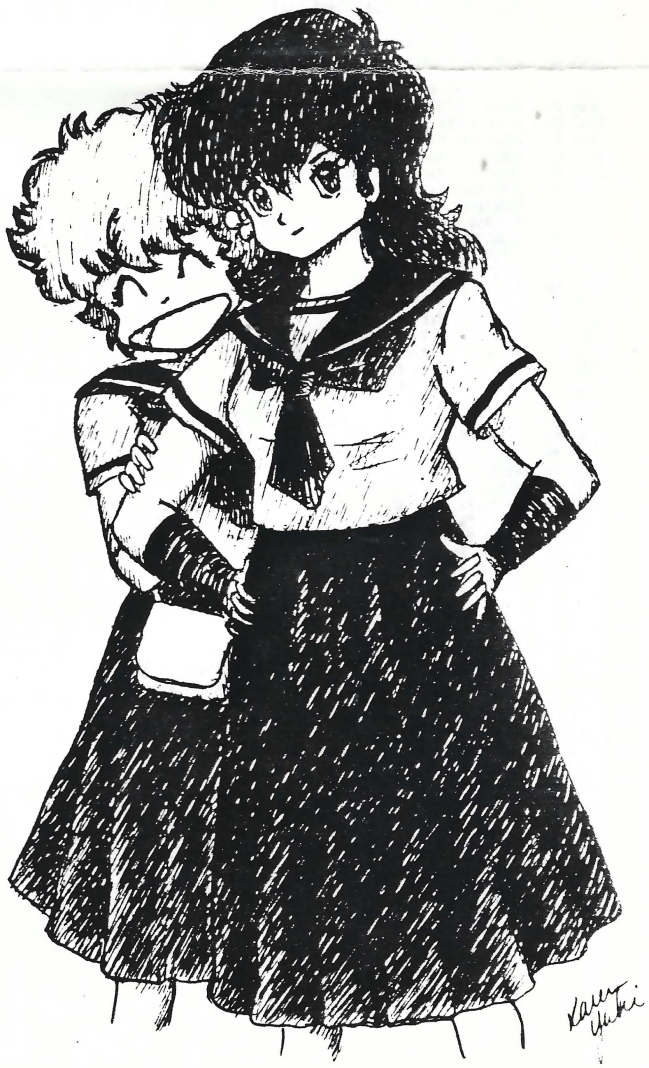
- COPY QUALITY IS HIGHLY VARIABLE. Some tapes (like C015 or C067) are excellent, while a couple of tapes (like C028) are so poor that copies from them are not considered watchable by some. Quality can vary greaterly from item to item on a single tape as well.

- WARNING: The numbers on this master tape list are the new official numbers and replace any that were previously published. Please be careful to distinguish between the letter "I" and the number "1" and the letter "O" and the number "0"!

The actual tape list begins on the next page!



C001 6hr Gatchaman movie, Gatchaman I #1, 8-12
C002 6hr Gatchaman I #102-105, Gatchaman II #1-4,6-8
C003 6hr Gatchaman I 17-32
C004 6hr Gatchaman I #33-49
C005 6hr* Gatchaman I #50-57,59-60,62-73
C006 6hr Gatchaman I #74-89
C007 6hr Gatchaman I #91-101, Gatchaman II #5, 9-11
C008 6hr Gatchaman II 12-28
C009 6hr* Gatchaman II #29-43,47-49,51-52
C010 6hr* Gatchaman II #53, Gatchaman F #1-19
C011 6hr* Gatchaman F #20-22,24-41
C012 6hr Gatchaman F #42-48
C013 2hr Dragon Ball #1-5
C014 2hr Dragon Ball #6-9
C015 2hr Dragon Ball #29-32
C019 4hr Hokuto no Ken #58-66
C020 2hr Hokuto no Ken #67-72
C021 4hr Hokuto no Ken #73-80
C022 6hr Lensman #1-12
C023 6hr Lensman #13-24
C024 4hr Dunbine #9-18
C025 4hr Dunbine #19-28
C026 4hr Dunbine #29-38
C027 4hr Dunbine #39-47
C028 4hr Vifan #2-10
C031 6hr Heavy Metal L-Gaim #1-17
C032 6hr Heavy Metal L-Gaim #18-35
C033 6hr* Heavy Metal L-Gaim #36-54
C036 6hr Giant Gorg #11-26
C037 2hr Space Adventure Cobra #2-5
C038 4hr Space Adventure Cobra #6-12,14
C039 4hr Space Adventure Cobra #15-22
C040 4hr Space Adventure Cobra #23-27,29-31
C041 4hr Z Gundan #1-9
C042 2hr Z Gundan #26-27,29-31
C043 4hr Xabungle #1-5,7-11
C044 6hr Votoms #1-14
C045 6hr Votoms #15-32
C046 6hr Votoms #33-39, 41-48
C047 6hr Votoms #49-52
C048 4hr Yamato I #6-14
C049 6hr Captain Harlock/Queen 1000 (Harmony Gold) #1-16
C050 4hr Brave Raideen (10 episodes)
C051 2hr Z Gundan #23-25,27
C060 2hr STAR TREK:More Tribbles, More Troubles; Yesteryear; Beyond the Farthest Star, The Survivor, The Lorelei Signal
C061 2hr STAR TREK: One of Our Planets is Missing, Mudd's Passion, The Ambergis Element, BEM
C062 2hr STAR TREK: The Jihad, The Terratin Incident, The Eye of the Beholder, Once Upon a Planet
C063 2hr STAR TREK: Albatross, The Magicks of Megus-Tu, The Counter-Clock Incident
C064 2hr STAR TREK: Pirates of Orion, Practical Joker, How Sharper than a Serpent s Tooth, Time Trap, The Slaver Weapon
C065 4hr Galaxy Express (SUBTILED) #20-30
C066 2hr Urusei Yatsura (All 4 Kitsune episodes)
C067 2hr Iczer 1 Act I, Iczer 1 Act II
C068 4hr Robotech: Macross (Tape I)
C069 4hr Robotech: Macross (Tape II)
C070 4hr Robotech: Macross (Tape III)
C071 4hr Robotech: Macross (Tape IV)
C072 4hr Robotech: Macross (Tape V)
C073 2hr Macross Volume 1: Booby Trap
C074 4hr Urashiman #1-4,6-7,11-13
C075 2hr Hokuto no Ken #88-91
C076 4hr Orguss 1-10
C077 4hr Orguss 11-20
C078 4hr Orguss 21-30
C079 4hr Hokuto no Ken #92-98
C080 4hr SPT Layzner #20-28
C081 4hr SPT Layzner #29-32,34-38
C082 4hr Galaxy Express #1-10 (6-up Subtitled)
C083 4hr Galaxy Express #11-20 (Subtitled)
C084 4hr Maison Ikkoku #1-7,9,11
C085 6hr Real Ghostbusters (13 eps)
C086 4hr Dragon Ball #10-18
C087 4hr Galaxy Express eps (Subtitled)
C088 4hr Galaxy Express eps (Subtitled)
C089 2hr Dirty Pair #1-5
C090 2hr Dirty Pair #6-10
C092 2hr Dirty Pair #16-20
C093 4hr Devil Man #9-19 (#11 incomplete)
C094 4hr Galaxy Express (Subtitled)
C095 4hr Galaxy Express (Subtitled)
C096 4hr Galaxy Express (Subtitled)
C102 4hr Mobile Suit Gundam #1-10
C103 4hr Mobile Suit Gundam #11-20
C104 4hr Mobile Suit Gundam #21-30
C105 4hr Mobile Suit Gundam #31-40
C106 2hr Mazinger Z vs General Black, Great Mazinger vs Getta Robot, Great Mazinger vs Getta Dragon, Great Mazinger vs Grandizer (All in Spanish)
C107 4hr ZZ Gundam #1-9
C108 2hr Real Ghostbusters OVAs (5 episodes)
C109 4hr Galaxy Express eps
C110 4hr Galaxy Express eps
C111 4hr Galaxy Express eps
C112 4hr Saint Seiya #1-10
C113 4hr Saint Seiya #11-20
C114 4hr Saint Seiya #21-28 (29 soon)
C115 4hr Saint Seiya #30-35
C116 4hr Saint Seiya #36-45
C120 4hr Galaxy Express Eps
C121 6hr Gatchaman II #1,4-11,13,15,17
M002 2hr Legend of Marine Snow, The Way to Virgin Space
M003 2hr Arion
M004 2hr Vampire Hunter D
M005 2hr* Laputa
M007 4hr Harmageddon, Yamato: The New Voyage
M009 2hr* My Youth in Arcadia (SUBTITLED)
M010 4hr Macross: Do you Remember Love, Adieu Galaxy Express
M011 2hr Sany: Missing 99, The Supergal
M012 4hr The Dagger of Kamui
M014 4hr Greed, Nora, Birth
M017 6hr Gundam I, Gundam II, Gundam III
(the last five minutes of Gundam III are on tape #X014)
M018 2hr Dirty Pair Affair of Nolandia, Fire Tripper
M019 4hr Crusher Joe
M020 2hr* Queen 1000, Fandora
M022 4hr Leda, Tomb of Dracula, Golgo 13
M023 2hr The Legend of Halley
M024 4hr My Youth in Arcadia
M025 4hr Prefectual High School Earth Defense Course, Urusei Yatsura I: Only You, Urusei Yatsura II: Beautiful Dreamer
M026 2hr Lensman
M027 2hr Outlanders, Making of Iczer 1, Izcer 1 Act III
M028 2hr Hokuto no Ken Movie
M029 2hr Megazone 23 Part I (Subtitled)
M030 2hr Lensman (Subtitled)
M031 2hr Kenya Boy
M032 2hr Godmars
M033 2hr Lupin III: Castle of Cogliostro
M034 2hr Project A-Ko (Subtitled)
M035 2hr Robot Carnival
X002 4hr Endless Road SSX #20 (2nd half), 21-22, Galaxy Express 999, Captain Harlock #1
X003 4hr Gall Force, Gall Force Extra, Lupin III pt 3 #25
X004 4hr MD Geist, Urusei Yatsura #181, 173, 174
X005 4hr Astro Boy (2.5 hrs combined episodes), God Mars #1-2, Combatler V #1
X006 4hr Orguss Memorial # , Making of Odin, Gundam #41
X009 4hr Dunbine #3-4,7-8,10, Gundam #42-43
X010 2hr Giant Gorg #8-10, Orguss #8-9
X011 4hr Lensman movie, Orguss Memorial Vol I, Macross Mecha Graffitti
X012 2hr Megazone 23 Pt I, Lupin episode
X013 2hr Space Adventure Cobra (SUBTITLED movie), Space Cobra (English pilot)
X014 4hr Gundan III (last 5 minutes), Locke the Superman, Captain Harlock #7-10
X015 6hr Galatt #1, Panzer World Galient #1, Hukuto no Ken #2, Two Man Hawk eps, Forest of Many Friends #1, Tomorrow's a Fine Day #1, Giant Gorg #6-7
X016 4hr* Queen Emeraldas Special, Dirty Pair #1,3,4,6,7,11,8-10,12, Sasuga no Sarutobi #40
X017 6hr Bismark #1, Catseye ep, Giant Gorg #1-5, Orguss #1, Capt Harlock #1, L-Gaim #2-3, Mospeda #2, Gatchaman I
X019 4hr Dunbine #1,6,48-49, SF3D Nutrocker, Dancougar #15-16
X020 4hr Votoms Volume I, Votoms Volume II, Dream Hunter REM I & II, Vifan Vatiety
X021 4hr Vifan #8-9, Dunbine #2,5, Yamato I #1-5
X022 4hr Angel's Egg, Bavi Stock I, Dirty Pair #24
X023 2hr Wizards, Bavi Stock I
X024 4hr Ideon: A Contact, Ideon: Be Invoked, Gatchaman #61
X025 4hr Eighth Man #1, Dairugger XV #1-4,6,8,34-35,51, Daicon IV
X026 4hr Orguss 31-35, Dancougar #5-9
X027 2hr Macross: Do You Remember Love
X028 4hr Transformers ep (Jap), Transformers movie, Devil Man eps
X029 4hr Mobile Suit Gundam #41-43, Harmageddon
X030 2hr Dirty Pair #25-26, SPT Layzner #5-6,14
X031 4hr Giant Gorg #1-6, Area 88 Act III
X032 4hr Urashiman 5 eps, Cutie Honey 3 eps
X033 2hr Dirty Pair Movie, L-Gaim III: Full Metal Soldier
X034 4hr Batsu and Terry, Yotoden, Dancougar: Jyusenki-tai sonhs, Magic Elf 17, Wannabes
Y101 6hr Ideon 2 eps, Dunbine 8 eps, Ashita no Joh 3 eps, Astro Boy 1 ep
Y102 6hr Dunbine 7 eps, Ultra Seven 2 eps
Y103 6hr Cello hiki no Goshu, Taiyo-no oji Hols no daiboken, Nagagutu wo haita neko, The Adventure of Naja
Y104 6hr Saint Seiya, Kimen Gumi, Ammituhime, Touch, Bosco Adventure, Doteraman, Dragonball, Maison Ikkoku, Hokuto no Ken, Uchusen Sazitarius, ZZ Gundam, Ge Ge Ge no Kitaro, IttKiman (1 ep each)
Y105 6hr Conan the Future Boy #1-12
Y106 6hr Conan the Future Boy #13-24
Y107 6hr Conan the Future Boy #25-26, Detective Holmes 7 eps
Y108 6hr Hokuto no Ken, ZZ Gundan, Dragon Ball
Y109 6hr ZZ Gundan, Dragonar, Dragonball, Hokuto no Ken, Maison Ikkoku
Y110 6hr Dragon Ball #51-52, Maison Ikkoku #47-48, Hokuto no Ken #108, Dragonar #3-4, Ge Ge Ge no Kitaro #67-68, Saint Seiya #18-19
Y111 6hr Dragon Ball #53-54, Maison Ikkoku #49-50, Hokuto no Ken #109-110, Dragonar #5-6, Ge Ge Ge no Kitaro #69-70, Saint Seiya #20-21
Y112 6hr Dragon Ball #55-56, Maison Ikkoku #51-52, Hokuto no Ken 2 #111-113, Dragonar #8, Ge Ge Ge no Kitaro #71-72, Saint Seiya #22-23
Y113 6hr Dragonar #9-9(?), Ge Ge Ge no Kitaro #73-74, Saint Seiya #24, City Hunter #1-2, Orange Road #1-2, Dragon Ball #58, Maison Ikkoku #53, Hokuto no Ken 2 #114
Y114 6hr Dragon Ball #59-60, Maison Ikkoku #54-55, Hokuto no Ken 2 #116, Dragonar #10-11, Ge Ge Ge no Kitaro #75-76, Saint Seiya #25, City Hunter #3, Orange Road #3
Y115 6hr Dirty Pair #1-12
Y116 6hr Dirty Pair #13-16, Detective Holmes 8 eps
Y117 2hr Nausicaa
Y118 6hr Catseye (10 eps), Dragonar #16, Ge-Ge-Ge no Kitaro #81, Saint Seiya #32
Y119 6hr Catseye (12 eps)
Y120 6hr Catseye (12 eps)
Y121 6hr Catseye (3 eps), Lupin III Part I (10 eps)
Y122 6hr Dragonar #11-12, City Hunter #5, Orange Road #5, Dragon Ball #61-62, Maison Ikkoku #56-57, Hokuto no Ken 2 #118, Dragonar #12-13, Ge Ge Ge no Kitaro #77
Y123 6hr Saint Seiya #28-29, City Hunter #6-7, Orange Road #6-7, Dragon Ball #62-63 Maison Ikkoku #58-59, Hokuto no Ken 2 #118, Ge Ge Ge no Kitaro #78
Y124 6hr Dragonar #14-15, Ge Ge Ge no Kitaro #79-80, Saint Seiya #30-31, City Hunter #8, Orange Road #8, Dragon Ball #64, Maison Ikkoku #60, Hokuto no Ken 2 #120
Y125 6hr City Hunter #9-11, Orange Road #9-10, Dragon Ball #66, Maison Ikkoku #61, Hukuto no Ken 2 #121, Dragonar #17, Ge Ge Ge no Kitaro #82, Saint Seiya #33
Y126 6hr Orange Road #11-12, Dragon Ball #67-68, Maison Ikkoku #62-63, Dragonar #18-19, Ge Ge Ge no Kitaro #83-84, Saint Seiya #34-35

Y127 6hr Orange Road #13-14, Dragon Ball #69-70, Maison Ikkoku #64-65, Dragonar #20-21, Ge Ge Ge no Kitaro #85-86, Saint Seiya #36-37
1 2hr JONNY QUEST: The Monster in the Monastery, Calcutta Adventure, A Small Matter of Pygmies, The Fraudulent Volcano, Sea Hunt
2 2hr JONNY QUEST: Artic Splashdown, Curse of Anubis, Pursuit of the Po-Ho, Treasure of the Temple, The Robot Spy
3 2hr JONNY QUEST: Pirates from Below, Attack of the Tree People, The Invisible Monster, The Dreadful Doll, Werewolf of the Timberland
4 2hr JONNY QUEST: Double Danger, Shadow of the Condor, Skull & Double Crossbones The Dragons of Ashida, Turu the Terrible
5 2hr JONNY QUEST: The Devil's Tower, The Quetong Missile Mystery, The House of Seven Gargoyles, Terror Island, Mystery of the Lizard Men
6 2hr Golgo 13
7 2hr Urusei Yatsura TV Titles, Warriors of the Wind
8 2hr Macross: Do You Remember Love (SUBTITLED)
9 4hr Hokuto no Ken #23-32
10 4hr Leda: Adventures of Yohko, Z Gundam #1, Gatchaman F #47-48, Urashiman #42-43, Panzer World Galient #15
A1 4hr Iczer-1 Act 1, Z Gundam #12-15, Captain Tsubasu episodes
A2 4hr Urusei Yatsura 4 #? eps, Catseye #2,73, Dirty Pair #2, Hokuto no Ken #47-48
A3 6hr Ideon movie, several late L-Gaim eps
A4 2hr Night of the Galactic Railroad
A5 4hr Z Gundam #2-9,11
A6 4hr Macross: Do You Remember Love. Adieu Galaxy Express
A7 6hr Xabungle Graphitti, Baghi, Andromeda Stories, L-Gaim eps
A8 2hr Hokuto no Ken #46-49
A9 2hr Lupin III: Castle Cogliostro, Rose of Versalle #33
A10 4hr Hokuto no Ken #67-68, Angel's Egg, Catseye #19-20
B1 4hr Hokuto no Ken #38-46
B2 4hr Hokuto no Ken #47-56
B3 4hr Urusei Yatsura #1,2,204, 6 #? eps
B4 6hr Urusei Yatsura I: Only You, Urusei Yatsura II: Beautiful Dreamer, Mike Jitlov shorts, Way to Virgin Space, Detective Holmes: 4 #? eps
B5 4hr Hokuto no Ken #51-52, 57-61, Bavi Stock 1
B6 4hr* Odin: Voyage of the Starlight, Ge Ge Ge no Kitaro: 1 #? ep
B7 2hr Nausicaa in the Valley of the Wind
B8 4hr Dr Slump: 1 #? ep, Patrilliro: Operation Stardust, Hokuto no Ken #4, Star Trek Bloopers
B9 6hr Golgo-13, Be Forever Yamato, Vifan #1
B10 2hr Future War 198X
C1 4hr Panzer World Galient #1-10
C2 4hr Panzer World Galient #11-12,14-21
C3 4hr Panzer World Galient #22-25, Space Cobra #13,28, AKanuke Ichiban #1, Ge Ge Ge no Kitaro #1, Kotenguten Maru #1, 8th Man #9
C4 4hr God Mazinger #15,17, Tesujin 28: 1 #? ep, God Mars: 1 #? ep, Macross #25, Z Gundam #36, Tobikage: 4 #? eps
C5 2hr Dallos Parts 1-4
C6 4hr Endless Road SSX 1-10
C7 4hr Endless Road SSX 11-19, 20 (first half)
C8 4hr Touch: 8 #? eps (1st season)
C9 4hr Lupin III (1st and 3rd season eps)
C10 4hr Area 88 Part 1, Cosmo Police Justy, Endless Road SSX #1-3
D1 4hr Urusei Yatsura IV, The Humanoid
D2 2hr Etranger: Time Alien
D3 2hr Megazone 23 Part 2
D4 4hr Carl Macek Speech (May 17, 1986), Urusei Yatsura #55,58,45, 1 #? ep
D5 4hr Legend of Halley, Dancougar Original Viseo, ZZ Gundum #4, SPT Layzner #1
D6 6hr Vampire Hunter D, Dirty Pair: Affair of Nolandia, Firetripper
D7 6hr Urusei Yatsura IV, Megazone 23 Part 2, Arion (All 1st gen)
D8 4hr Touch: 6 #? eps (2nd season), Hokuto no Ken #78
D9 4hr Laputa, Sany Missing 99, The Supergal
D10 2hr Devilman #1,2,5, Various live action trailers
E1 4hr Kamui no Ken, Captain Harlock #32-35
E2 4hr Hokuto no Ken #73-76, Matsumoto Special, Panzer World Galient #13, Queen Emeraldas Special
E3 2hr Arion
E4 2hr Lupin III: Castle Cogliostro (SUBTITLED)
E5 6hr Hokuto no Ken #1-18 (credits/commericals cut)
E6 4hr Hokuto no Ken #34-40,49-50
E7 4hr Hokuto no Ken #21-22, Catseye #1-8
E8 4hr Catseye #1-10
E9 4hr Catseye #11-14,17,18,17,18-21
E10 4hr M.D. Gaist, Urusei Yatsura #181, Urusei Yatsura "Chance on Love" videos, Urusei Yatsura #173-174
F1 2hr Panzer World Galient Original Video: Ironcrest, Cool Cool Bye
F2 2hr Violence Jack, Project A'ko
F3 4hr Amon Saga, Call Me Tonight, Cosmos Pink Shock, California Crisis, Machine Robo Chronos #4-5
F4 4hr Hokuto no Ken #73-80, Anime Special
F5 4hr Ai City, Nayuta, Raid on Takeshi Castle
F6 2hr SPT Layzner Volumes 1-2
F7 4hr Legend of Marine Snow, Dragon Ball #1
F8 4hr Captain Harlock & Queen 1000 #26-33
F9 4hr Captain Harlock & Queen 1000 #34-44
F10 4hr Captain Harlock & Queen 1000 #45-55
G1 4hr Captain Harlock & Queen 1000 #56-66
G2 4hr Captain Harlock & Queen 1000 #67-??, Adventures of Galaxy Rangers: 4 #? eps
G3 4hr Windaria, Maison Ikkoku #1
G4 4hr Hokuto no Ken (SUBTITLED) #1-10
G5 4hr Hokuto no Ken (SUBTITLED) #11-12,15-19,21-23
G6 6hr Panzer World Galient Video, Gall Force, Devilman vs Mazinger 2
G7 4hr Giant Gorg #1-6, Area 88 Part III
G9 4hr Dr. Slump (10 eps subtitled)
G10 6hr Adventurers of the Galaxy Rangers (16 eps)
H1 4hr Sangikushi Part 1, Guyver
H2 2hr Time Stranger
H3 4hr ZZ Gundam #12-13,17, Hukoto no Ken #96-101
H4 4hr SPT Layzner Vol 3, Hokuto no Ken #92-98
H5 4hr Fandora Part II, Maison Ikkoku #8,10,15, Hokuto no Ken #102-105
H6 4hr SPT Layzner #33, Dragon Ball #12,14,19-20, Saint Seiya #1, Ikkyman #10,12-13
H7 2hr Digital Target Grey
H8 2hr Hino Tori, Hokuto no Ken #107-108
H9 4hr Urban Square, Del Power, Root Search, Detective Holmes 1 ep

H10 4hr Hokuto no Ken #24-33 (Subtitled)
I1 2hr Bubble Gum Crisis, Hikarion, ZZ Gundam #47
I2 4hr What's Michael, Tobira o Akete, II Nin Iru, Making of "Wings"
I3 2hr Touch I movie
I4 4hr Saint Seiya #1-10
I6 4hr Hokuto no Ken #34-43 (#43 incomplete) Subtitled
I7 4hr Lovely Betty Mamongatari, Wings of Honneimise Special, Maskman #2, Metalder 1 ep
I8 4hr Digital Devil Story, Runic World 3: Laughing Target, Maryu Senki, Katsugeki Shojyo Tanteidan, Twilight Q
I9 4hr Macross Movie (English), Megazone 23 Part II (English), Macross #7
J1 6hr Adventures of the Galaxy Rangers 11 eps
J2 6hr Adventures of the Galaxy Rangers 12 eps
J3 6hr Adventures of the Galaxy Rangers 14 eps
J4 6hr Adventures of the Galaxy Rangers 14 eps
J5 6hr Adventures of the Galaxy Rangers 14 eps
J6 4hr Hokuto no Ken 2 #111-114, City Hunter #1-2, Jirrow #1, Orange Road #1
J7 6hr Vebgeance of the Space Pirate (English), Speedracer #?, Macross #3-6,8-9
J8 2hr Urban Square, Unit Guyver
J9 4hr Hokuto no Ken 2 #118-122, City Hunter #9-12
J10 2hr Wings of Honeamis
K1 4hr Dougram Documentary, Dougram episodes
K2 2hr Chocolate Panic Picture Show
K3 2hr Project A-Ko 2, Hokuto no Ken 2 #123,129
K4 2hr Robot Carnival, Lensman #?
K5 2hr Yojuu Toshi (Monster City), Plawres Sanshiro #?
K6 4hr Dragonar #27, City Hunter #?, Orange Road #?, Maison Ikkoku #?, Hokuto no Ken 2 #?
K7 2hr Legend of Shiriusu, Diacon Animation
K8 2hr* Saint Seiya #?, City Hunter #?, Dragonar #?, Hokuto no Ken 2 #12?, Tetsucjin 28 #?, Dragon Ball #?
K9 4hr Hokuto no Ken #44-53 (Subtitled)
K10 4hr Hokuto no Ken #54-63 (Subtitled)
MY17 6hr Dragonball #10-11, Masison Ikkoku #6-7, Igano Kabamalu #?, Urashiman #?, ZZ Gundan #10-11, Lupin III 2 eps, SPT Layzner #30, Hokuto no Ken #73, Ge Ge Ge No Kitaro #31
MY21 6hr Space Cobra #1-5, Spt Layzner #37-38, Dragonball #18, Maison Ikkoku #14, Kimen Gunni #30-31, Pastel Yumi #15, ZZ Gundan #18
MY22 6hr Dirty Pair #1,3, Igano Kabamalu #?, Hokuto no Ken #80-81, ZZ Gundan #19-20, Kimen Gunni #34-35, Pastel Yumi #?,18, Dragonball #21, Maison Ikkoku #16
MY23 6hr Dragonball #22-23, Maison Ikkoku #17-18, Hokuto no Ken #81-82,84, ZZ Gundan #21-22, Dirty Pair #4-5, Pastel Yumi #20
MY24 6hr Dragonball #24-25, Maison Ikkoku #19-21, Hokuto no Ken #83, Kimen Gunni #38, Space Cobra movie, Pastel Yumi #21, Dirty Pair #6
MY25 6hr Pastel Yumi #22-23, Dirty Pair #7-8, Dragonball #26-27, Maison Ikkoku #22, Hokuto no Ken #85, ZZ Gundan #23, Sagokushi Part 2 movie